Touhou: Tale of Phantasmal Land Redux

By Ikari

What is this?

Touhou Tale of Phantasmal Land is a fanmade Touhou RPG from the early 2010's (Download it with a fillable character sheet here). This document here is some fan made errata for the system (You'll need the original PDF) I found awhile ago and felt should be preserved and made easier to find and use, asides formatting and a bit of spellcheck all credit goes to Ikari, the creator of the original thread on Shrine Maiden all of those years ago (Link Here), so without further ado let us begin!

STATS

First of all, the stat system was a horrible mess. The way it worked is; "Spend X Fandom Points to raise a stat by 1, where X is the current stat + 1".

If you've ever played an RPG, you know min-maxing is a sure death. The stat up system indirectly encourages you to do so. For example, you have 2 initially in everything, and you can spend 12 points through 6 stats. Let's make math, kay?

Let's say our goal is reaching 8 in every stat, to make a very strong, balanced character. Let's make characters A and B.

A:
Stat 1: 2
Stat 2: 6
Stat 3: 2
Stat 4: 6
Stat 5: 2
Stat 6: 6

Now, to get to 8 in every stat, if you do the math, character A would require 198 points.

B:
Stat 1: 4
Stat 2: 4
Stat 3: 4
Stat 4: 4
Stat 5: 4
Stat 6: 4

To get 8, character B would require 210 points. It's a small difference, but that's only when aiming for a general amount of points; Basically, the more you min-max, the less points you spend. It's weirdly done.

The new stat system

It works with good old fashioned levels, with or without EXP (depending on your likings) You once again start with 2 in everything, get 12 points to spend, and get 2 stat points to spend per level. Very simple, effective, and doesn't encourage min-maxing.

FANDOM POINTS

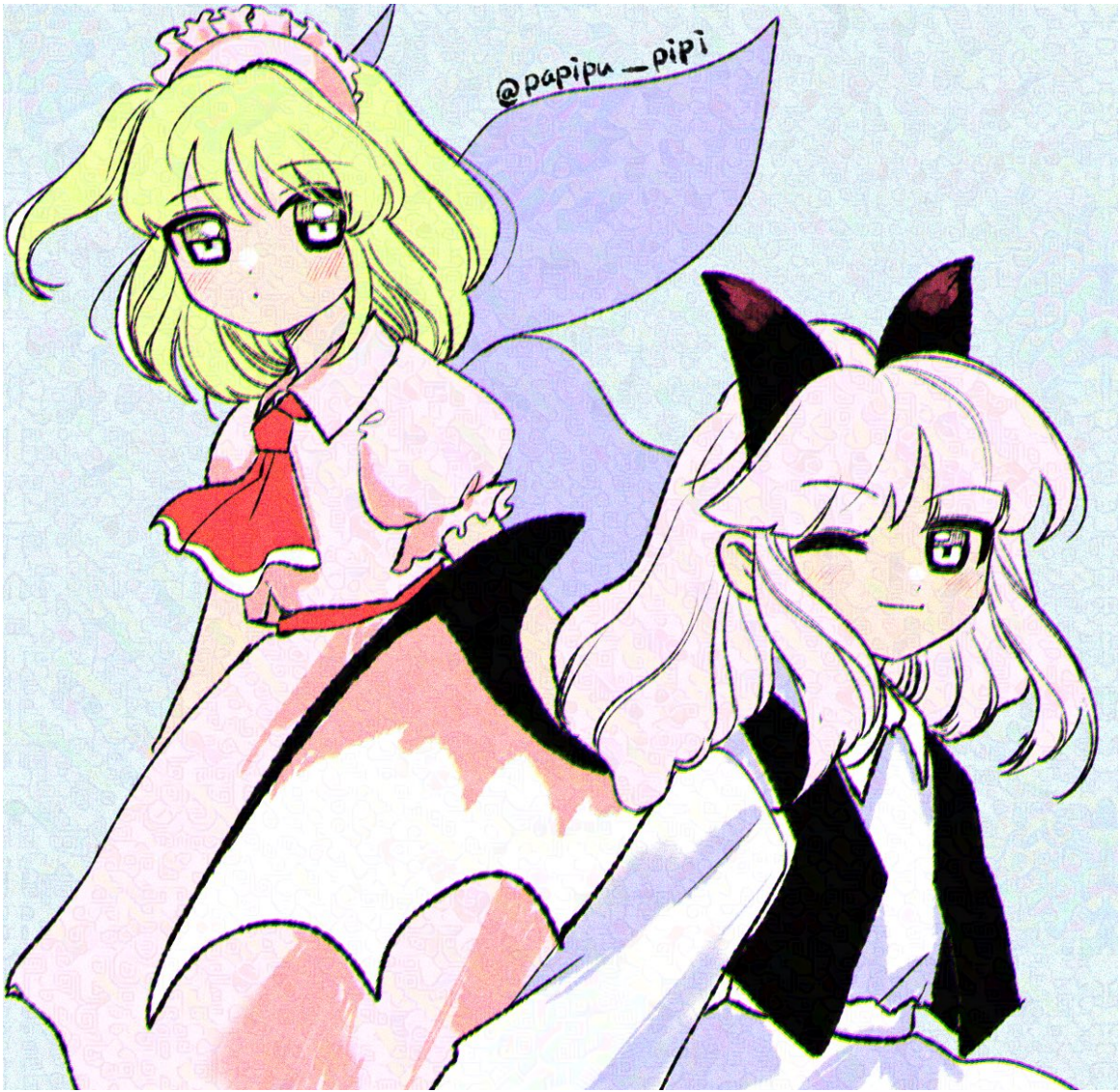
While it was an excellent concept by itself, it's very lacking when it comes to one major point; Giving the points.

The original version has an insanely awkward way of gaining them, by making players borrow them by taking bad stuff, gain them when doing said bad stuff (like being lazy), etc. It's silly, and encourages the player to milk that problem, making it very bizarre and boring.

The new version is to give a fixed 15 fan points at the character creation and give them to players based purely on their accomplishments and participations. You stopped Flandre from destroying the world? Good for you, here's a whole bunch of them. You did a small quest for Reimu? Here's a few of them. It's more of a way to encourage players to do greater things, and also capping naturally the amount they gain; If they start the game, they won't be able to do grandiose things, limiting them to lower fandom points gains, and thus increasing said gains by doing greater things as they level up.

Again, spending them on fixed spells and stuff isn't a good idea; If you're open-minded enough, let players propose things against fandom points and act like it was actual currency.

Examples:
- Letting players start with a custom artifact
- Having a unique, home-made spell
- Be a unique case (for example, being a satori who cut off his third eye)



AESTHETICS

It was a horrible, horrible thing and you should die if you think it was a great idea.

This was completely scrapped out. There's no traces of it left.

CHARACTER CREATION

A character sheet will be made later for your convenience, as the one in Phantasmal Land was awkward. For now, let's discuss what will be removed.

- Have +15 yen when starting the game by paying 1 fan point (for obvious reasons. It'll cost you a LOT more now.)
- A main attack: That's basically saying "YOU'LL ALWAYS ATTACK IN THE SAME FASHION. DEAL WITH IT". So, yeah, no.

...Yeah. Now for the added things:

- A power: This will allow the player to have, like every Touhou character ever made, a theme. You can't be a Kitsune who can cast fire magic, summon dolls, use swords and summon water elementals. A power is basically a theme for your character in the form of the usual vague Touhou power. Classes such as magicians will have "magic" as their power, but with a theme. It can be a single element, it can be a set, just make it so it's themed and makes you unique.

- Pre-set abilities like cooking, fishing, etc... Those require fan points, will start low except under special conditions (like being a gardening youkai), OR being a human, which will be explained later.

IT'S CLASSES TIME!

Y'know, you probably noticed how most classes were either broken or insanely weak and useless. Not anymore! I've tweaked things AND created a whole bunch of classes, including special ones that allow veterans to heavily change their gameplay.

I'll skip over the classes that haven't changed at all, so unless specified, I haven't taken out any classes in the game.

Nekomata: Added bonus; Any form of dark magic receives a +2 roll, excluding attacks.

Rabbit Youkai: Changed the cooldown from 1 day to x time. It depends on your style of playing; You can stick to the Touhou style (barely a day for an incident) or a full blown out campaign. (several days) and change it according to it. I recommend once per few hours.

Spider Youkai: Same as the rabbit youkai, the cooldown is subject to change.

Artifact Spirits: They now are unique as they don't need any form of food nor drinks, aren't affected by the weather or general exterior factors. On the other hand, they need to feed off a particular emotion from humans.

Poltergeist: They had no powers. Now they can create illusionary sounds at will. (Like the spell, but with no cooldown)

New challenger: Nagashi-Bina (Curse Doll)

Ability: Wheel of Sorrow: During battle or in a very crowded area, can spend a turn collecting misfortune around them (or an hour if out of battle). Every misfortune collection gives them a misfortune counter. They are unaffected by penalties caused by luck and turn the penalty into a misfortune counter. (For example, if a rabbit youkai uses their power on them, they gain +2 misfortune counter and are unaffected). They can use their misfortune counters to give people around them penalties on their rolls. They can spend as many counters in one shot as they wish. Each counter adds a -1 penalty. The maximum amount of misfortune counters available is the same as their Might stat.

Playstyle: It's meant to be a direct counter to luck based abilities, and a bane for dice rolls. They'll bring despair wherever they appear and will make every dice throw a real nightmare. They certainly need help to do so, as a -2 penalty requires 2 wasted turns. Defensive, they are meant to be played carefully.

Ghosts: Since continues aren't widely used, they also gain a new power: They can phase through solid walls that weren't exorcised to prevent any ghosts from approaching it. That gives them a whole new way to explore the world to their whims.

Half-Ghosts: They had no powers. It was sad. They now have one! They can attack twice per turn, once physically with their human half, once magically with their ghost half. A powerful ability, it also has many drawbacks; for one, their human half MUST be at melee range to attack and two, they must pay 1.5 times what others pay to increase the number of basic attacks they can do.

Humans: A whole new class, in a way. Forget everything about the Phantasmal land. Humans are meant to be some sort of Hard Mode, or a peaceful mode. (It's an oxymoron, hah!) Humans start with only 8 stat points to spend in their character creation and cannot use danmaku, thus must find various ways to attack from afar or using spellcards. On the bright side, if they turn into youkais later, they get +6 stat points to spend. Humans also have a big advantage; They start as a member of the human society (unless the player does not wish so), and usually with a job. Thus, humans can start with a journeyman-like level in a specific skill (like making food, or gardening) and with a job that actually gives them income. It's closer to real life than Touhou.
IMPORTANT: Mikos are NOT classified as humans. Please read on.

New challenger: Shrine Maidens

Abilities: Divine Link: Shrine Maidens start the game with no spellcards, spells or abilities. They must go on a pilgrimage to find a god that they will bind themselves to, and become their shrine maiden. Every god gives different bonuses and powers, along with a theme for their spellcards. The GM can make up gods and make up bonuses for already existing ones. Furthermore, the God class for players (explained later) will allow God-player to link themselves with a Miko-player, something that will be extremely useful for both of them.

Gameplay: Mikos are meant to act as servants to their gods and will act on their behalf. The class itself is impossible to define because of the infinite amount of gods available and multiple powers and bonuses they give. This class can become tremendously fun if they bind themselves to a god-player, allowing a bond of trust to be made between the two.

New Challenger: Celestials

Abilities: Poisonous Blood: A trivial skill, it makes every youkai who drinks a Celestial's blood from its veins lose a life and fall unconscious for an hour.
Iron Skin: Celestials cannot be harmed by non-combat attacks. This means every natural hazard or trap will become trivial and barely cause a scratch, allowing them to take a landslide to the face without any life loss, or get a tree branch in the face without any harm.

Gameplay: Due to their abilities, they are meant to cancel out non-battles tricks, making them only defeatable through a danmaku duel. Fair play is the name of the game when you're a celestial.

New Challenger: Hakutakus

Ability: History Manipulation: Once every night (and this is not debateable), Hakutakus can prevent a dice roll before it actually happens and decide the outcome completely. (The GM has the rights to refuse a certain change, however)

Gameplay: A class that will look over-powered at first, then weak in practice, its potential depends heavily on the user; this ability can cause life-changing events... or a mere annoyance.

New Challenger: Kashas

Ability: Nekoromancy: Once per scenario, a Kasha can resurrect a corpse as a faithful servant. The corpse will copy the player's stats -1, including lives. They will not have any bombs nor spellcards. If a player is reduced to 0 lives, the Kasha can resurrect them as if they were a corpse.

Gameplay: A very strategic class, it all depends on how you manage your minion; If you make him run straight into a fight, your once-per-scenario ability is ruined. If you carefully plan your moves, it can be a very useful ally. The flaw in this ability is the need for a corpse in your surroundings, and of course, people's reaction to Necromancy.

New Challenger: Tanukis

Ability: Transformation: Tanukis can, once per hour, change their appearance, which will function exactly like its spell counterpart. A very simple spell with many possibilities.

Gameplay: Simple as simple can be, Tanukis are meant to be what they are; Tricksters using their shape-shifting abilities. In the hands of a skilled player, the tanuki can be scarily strong, if not in the way you'd expect them to be.

New Challenger: Nues

Ability: Non-Identification: Their ability allows them to change an object into another every hour, tricking every 5 senses into thinking it's actually what it seems to be. It cannot act like the object it's meant to look at, though, making it dangerous to use.

Gameplay: Works like a more complicated version of the Tanuki, it allows the player to cause mischief in many ways. The wits of the player will directly affect the power of this race.

SPECIAL CLASSES

Those classes require the GM permission, as they require maturity and experience.

Satori

Abilities:
- Mind Reading: Players who are satoris will carry a notepad with them. Whenever they're close enough to someone, they will write whatever they want to know on the paper and the other player is forced to answer to every question truthfully without taking out any details. This ability is impossible to prevent in any way, and allow the player to know every person he faces perfectly.
- Recollection: Once per day, a Satori can cast a spell which, during their turn, will recollect every memory of a player, allowing them to copy someone. Either they copy all of the target's spellcards, or all of the spellcards of a foe the target has fought in the last day.

Drawbacks:
- Satoris are hated throughout Gensokyo, preventing them from ever making any allies or friends, unless a very special case comes up. The GM must and will make sure that no other players can ignore this problem and befriend the Satori.
- They do not have any spellcards, leaving them powerless if they cannot find someone to recollect.

Gods

Abilities:
- Faith Meter: Gods cannot level up or gain stats through any means aside from this power. Gods' strength will go up as their faith meter goes up, giving them 1 stat point to spend for every 5 faith points they have. Every follower of the God will grant them a faith point. The goal of every god is thus to gain followers. The player starts with an initial 10 faith points.
- Miracles: Gods can spend their Faith Meter to cast powerful spells, called Miracles. The strength of the miracle will depend on the faith used, and it will require the player to discuss with the GM to define its cost. Miracles MUST be directly related to the god's domain. A fire god can thus only accomplish fire miracles.

Drawback:
- You will lose followers if you do anything rash or cause harm to the human community, and you will thus require a shrine maiden to accomplish certain tasks should the need arise. Miracles are also meant to be used to help those who pray to you and give you their faith.
- If your faith meter reaches 0, your character will be erased forever without any chances of getting it back or to create a similar character. You will officially be banned from the God class as well.

Youkai

Abilities: None. That's right. The youkai class is a blank sheet for players, allowing them to unleash their creativity and to make a unique character. No limits, no restrictions. They will start the game with a bonus 5 fan points for their customization needs. Obviously, it requires experience and imagination to use such a class.

Drawbacks: None, except that if the player lacks creativity, this class can quickly turn into a disaster of OOC-ness and horrible characterization. The GM has the right to refuse this class to you if he judges you are not imaginative and mature enough to make your own race.

Beast Youkai

Abilities: Similar to the youkai class, it's simply giving the player the chance to pick their favorite animal and make a youkai class out of it. They do have default abilities though.
Animal Form: Allows the player to switch to their animal form, giving some form of bonus, but preventing any actions.
Animalistic Ability: A bonus ability based on the animal you were before. Must be discussed and defined along with the GM.

RELIGION

Yeah, Phantasmal Land did not include any religious system. Can't blame it, I guess.

I've created 3 religions (or rather, adapted them to the game) that players can optionally stick to.

Shinto: The easy, all-around religion with little effort, little gain.

Buddhism: Youkai-aimed religion, large effort, large gain.

Taoism: Human-aimed religion, very large effort, very large gain.

Shinto

A very easy religion, in which both youkai and humans can participate easily in different ways. Humans will pray to the gods, and get a random amount of divine energy. The GM will randomly trigger and spend that divine energy to bless you with miracles if the god you pray is an NPC, or it will simply act as a gauge for how good you are for the god and thus convince him to grant you gifts if it's a player god. A simple prayer, maybe a little shrine visiting once in a while, will do. Youkais have to actually visit the god and accomplish tasks, make a pact or other negotiation to receive their miracles, as youkai faith doesn't do much to Shinto gods.

Buddhism

A youkai oriented religion which consists of the youkai doing a heel face turn to their youkai nature, and actively try to make peace with humans, meditate, go to the Myouren temple to recite sutras, and accomplish other various tasks for the aforementioned temple. It'll require dedication and will turn you into some sort of more human-accepted youkai. The gifts it'll bring you are more concrete than Shinto; Humans will fear you less and you'll gain buddhist abilities later on, ranging from the very simple ability to meditate to calm your spirit and attune to your surrounding, up to more concrete abilities, all the way to being able to accomplish the sacred ability that is syncretism, that is, the ability to summon gods from your very being for a special spell.

Taoism

Pretty much a human-only religion, it has a strict code of conduct, requires more dedication than any other religions, but gives you a tremendous amount of advantages. First of all, you'll need to convince the DJ-Miko crew to teach you the way of Taoism, namely Seiga. Then, you'll need to rigorously follow the rules and traditions of Taoism, that is to free yourself from your human nature and become an hermit, albeit a tweaked one; Like Seiga, you'll become an hermit when it comes to your abilities and strength, but do not have to completely bind yourself to the whole set of rules.

What's the point of all that anyway? As a human-magical being, you are now stronger physically, live longer, have magical powers and can hold a fight against most youkai.

On the down side, you are now actively hunted by wild youkais, have to follow a conduct code and will be hunted once per year by a shinigami.

COMMON SENSE, DAMN IT

There ARE a few rules that have to be respected as basic Gensokyan knowledge, not as gameplay rules.

- Do not always treat every fight as a life or death situation, because unlike D&D and its other derivatives, most of the fights you'll have are going to be about having fun and challenging your ability in a game. That means several things.

- Using your full power at all times (using all your spellcards, casting all your powerful spells) is a big no-no. As the spellcard rules state, let reason become your strength. Unless specified by your opponent, you aren't supposed to go all out, unless something extremely dear to you is threatened.
- A very important rule; Battles between players and NPC will almost always have rules. Not pre-set rules, no, rules you and your opponent will make up to make your battle an enjoyable, fun and challenging fight for both of you. Things like "After x lives lost, you lose"* and "You can only use x spellcard" and other things like that are highly encouraged. Remember that danmaku is a game, much like Rock Paper Scissors can settle trivial things. A very popular set of rules I've observed so far is "2 lives, two spellcard".

*This will cause your loss, but unless your life count reached 0, you'll still be fully conscious and available to function, if only tired. That's why it's highly recommended to set a life loss cap, since losing all your lives will incapacitate you.

- Think like your race should. A youkai does not see time the same way as a human does, and a fairy couldn't care less about dying because they'll just forget and reincarnate anyway. If you're not sure, ask around to other players and they may give you tips. Being out of character will make the GM lose his respect toward you, and you do not want to lose the respect of the guy who controls your adventure.

- The original Phantasmal Land pretty much asks every time you'll play to turn into an incident. I'm sorry, but that will not be the case in this one. Incidents may pop up, you may even create one, but for god sake, don't you dare to tell me you want this game to turn into a linear series of quests that you'll have to do or I'll punch your ovaries.

MAGIC

I don't mean magic as in the spell sections of Phantasmal Land, nor how using spells will work, etc...

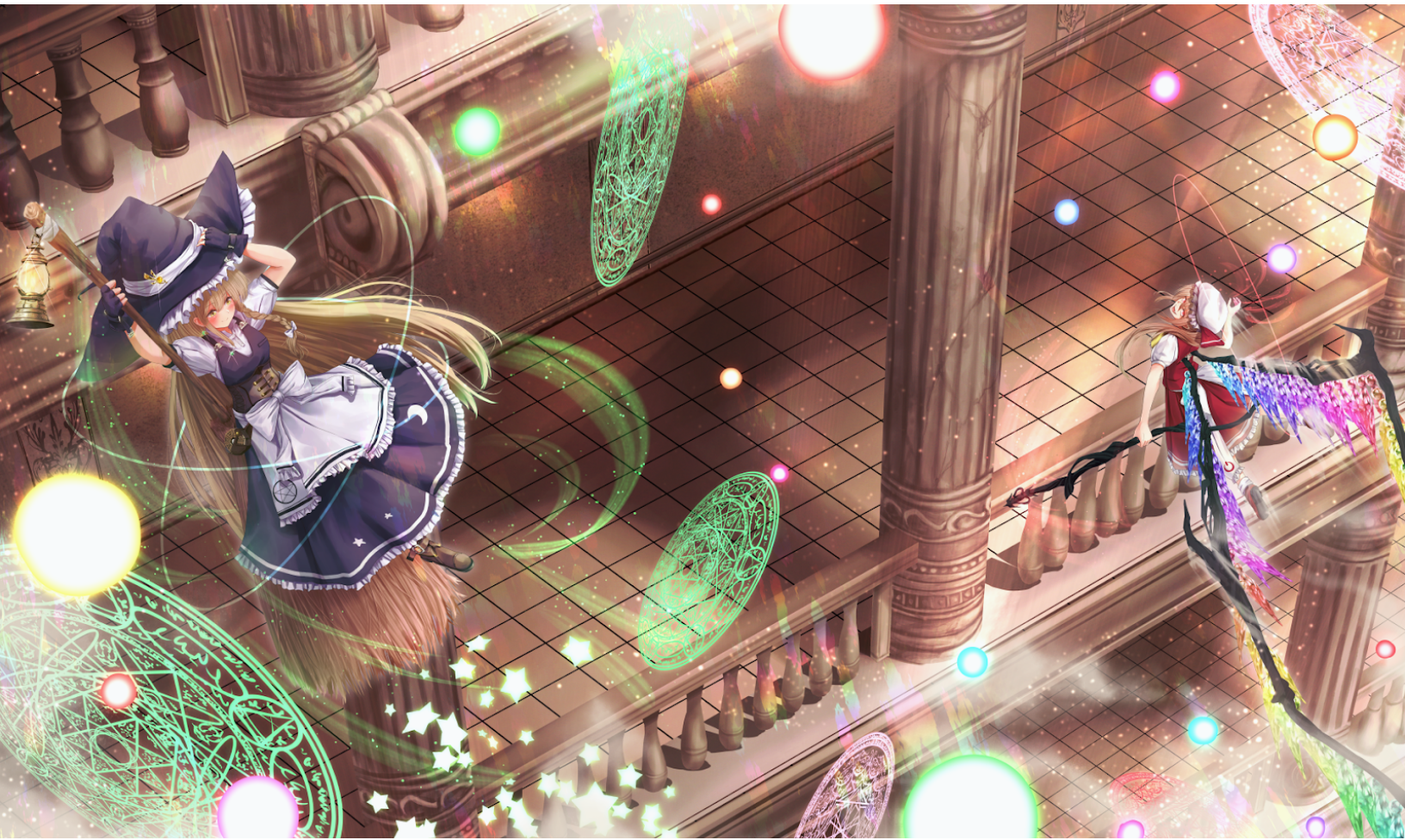
Do you remember how the original pdf had a set list of spells with a set cost? I'm sorry, but we're talking about Touhou here.

Do magicians use set spells in Touhou? Is magic a pre-determined thing with pre-made spells? Of course not. People make up their spells by using a domain of magic and being creative about it. Marisa has light magic, Alice has remote object manipulation and Patchouli has elemental magic. I'm 95 % sure all of them made up their own spells (Okay, Marisa DID do a few remixes, but you get my point >_>). Why would your character have to follow a rulebook?

Magic in Touhou works in a very simple way; Some races are able to use magic naturally, and a few of them have a set domain of magic. Kitsune have illusion magic, Rabbits have luck magic, Nekomatas have dark magic, Kashas have necromancy, etc... Magicians DO have a "choose your own domain" thing though.

Basically, if you're going to be a magic user in Touhou (which is surprisingly not obligatory), don't expect me to throw a 10 pages list of spells and tell you to pick those you'd like. You'll have to make up your own spells, research them, work on them, and spend FP on them. Is that lazy from me, expecting you to do all the work? Probably. Is it a bad thing? Certainly not. Creativity is a major part of Touhou and there is no way I'm taking it out.

TL;DR: Magic will work in split domains and you will create your own spells, with their own names. Knock yourself out!



SPELLS

Spells are a...special case, to say the least. I made 2 categories. Because god damn do I love categories. Be aware that they pretty much function the same way in general, but are treated differently.

Magician Spells: Spells that magicians or youkai use that are the cliche of a magic spell, and what is commonly depicted as "Magician's magic". It requires a chant (either mutter it incomprehensibly or do like Ikari and make up big, loud dramatic chants) and uses the basic ability that is magic. Not every youkai can do this particular kind of magic as it's the kind of magic you get out of research.

Youkai Magic: A vague case of magic, it's basically magical abilities used by youkais. Nekomatas' curses, rabbits' hexes, Kashas' necromancy, those kinds of things. They don't need chanting (not that it changes something, to be honest) and use the actual abilities of the youkai in an innate way.

Now, let's go for actual kinds of magic!

Elemental Magic: Magic that uses elements of nature in a more controlled way, it works like the traditional wheel of weakness/strength you see in rpgs. I'm not going to make a specific list of weakness/strength because it's a very touchy thing. Just use logic and remember that elemental magic can be nullified or countered using another kind of elemental magic. For example, water can douse fire, but will be frozen by ice.

Note that this includes Light and Darkness in a literal sense, and is not to be confused with Dark and Holy magic later on. It also includes more ephemeral concepts like Life magic, as it is some form of Nature magic.

Dark Magic: Anything related to curses and such, it's the traditional magic of nekomatas, usually causing status effects or other bad things. It's less of a direct offense and more strategic, but can also do more brutal things like shooting orbs of dark energy.

Holy Magic: Light magic, it's usually used by priests or Mikos, which acts as a counter to dark magic and necromancy. It's usually used as Youkai Sealing Magic and is a common "Human" kind of magic. It's also special in the sense that a human can use it through the means of sacred tools like enchanted amulets and such. It can also take the form of blessings and counters to Dark Magic.

Necromancy: Necromancy is a magic that revolves around the dead, resurrecting corpses, toying with souls, etc. It's a rather powerful kind of magic, and is thus rarely used. It's also heavily frowned upon by many people, as disturbing the dead is a very, very immoral thing.

Illusionary Magic: Usually related to Kitsunes, Illusions are spells that revolve around tricking the enemy and using the minds of those around you to your advantage, sometimes even helping your allies. (By covering up a phobia they have, for example) It can range from a simple afterimage to a full blown out mind-control or invisibility, but it's a kind of magic that can be resisted or ignored by sharper minds.

Summoning Magic: The act of summoning any creatures, may it be magical beings or gods. This isn't the kind of magic you can just cast like any other and usually requires rituals. It also includes loosely the act of animating objects.

Spellcards

Spellcards will still work the same as before, except with a few new things.

Types of Spellcards

Regular Spellcard
- Maximum of 4 rounds
- Invincibility is half the length of the spellcard, rounded down, minimum being 1.

Survival Spellcard
- Minimum of 3 rounds, maximum of 4 rounds.
- Invincible during the whole duration of the spellcard.
- Can only be used once per battle.
- Costs 2 bombs.
- Can only be created at level 10.
- Can only have 1 per character, 2 once reaching level 20.

Last Word
- 5 rounds by default.
- Can only be used once per campaign
- Requires the user to have 1 life left.
- Requires the situation to be more than a friendly duel with no consequences.
- Can only have 1 per character.
- You can create your own at level 15 for free, and upgrade it every 5 levels. Requires the spellcards mechanics to be discussed with the GM.
- The user is not invincible, but the user has to be hit 5 times in order to break the spellcard.

Spellcards? Effects.

The list of costs and effects of the original pdf was pretty bad. Allow me to show you the new one!

Volley: Costs 1 FP, and works like an attack. The “Number of Volley Per Rounds = Might” rules still stands.

Speed Boost: Costs 5 FP. Prevents any form of escape and greatly speeds you up, making it useful out of battle as well.

Hindrance: A fancy rename of beams. Gives a -1 to your opponent?s dodging roll during this round. Beams aren’t the only thing that can hinder dodging, y?know.

Status Infliction: Costs depend on the status effect and the amount of people that will be inflicted with the status. Statuses will be discussed later and put in an order of power so that you can estimate the costs.

World Effect: Things like time slow, time stop, acceleration, massive scale illusions, etc. are considered World Effects. They will usually cost quite a lot of FP, but makes them not only useful in battle, but also out of. Can only be 1 per round, and the round must contain nothing more than a world effect.

Ungrazable: A very expensive effect, it's actually a new name for the ??Wide Beam?? effect, which caused the attack to be impossible to graze, and outright killed the target instead. I changed it because it's not limited to being a Wide Beam; It’s anything you consider impossible to graze, like an explosion, an AoE, a humongous volley, etc. Again, only 1 per round, and they can only be the only effect during that particular round.

And finally, my masterpiece (not),

Options!

That's right, they get their own section. Options are radically different now.

The old Options used to let you fire moar volleys, but that's silly because paying more for what you could just spend 1 FP on is silly.

The new Options are considered everything that isn’t you in a spellcard. That means things like dolls, portals, etc. Their use is not meant to be shooting bullets, but rather giving spellcards extra effects. Note that you can technically use options without special effects for free. (Like using dolls, but getting no advantages whatsoever from it) Here?s a few examples;

Movement: Summoning dolls that fire for you means you'll be able to run away while still firing, dodge more easily, etc.

Hindrance: Accompanying your attacks with, for example, orbs of wind that create gusts to prevent flight and disrupts your opponent's ability to dodge.

Other uses: Anything you can think of. Kamikaze teletubbies, for example! Just think of something, tell the GM what you want it to do, and I'll tag a price on it!

Volley Effects

1 FP: Element: Infuses your volley with an element.
2 FP: Immobile/Persistent: -1 to the next round?s dodge roll of your opponent?s.
3 FP: Big: -1 to your opponent's dodge roll.
4 FP: Unpredictable/Curvy: +1 to your hitbox hit roll.
5 FP: Huge: -2 to your opponent's dodge roll.

ENDEARMENTS

I wouldn't say I removed the whole thing, but I kinda did. You won't have official endearments that will give you fan points when you pick them and act like them. Two major reasons;

1) That's basically calling players idiots and saying "GUYS, GUYS, MARY SUES AREN'T GOOD, GET SOME FLAWS". I mean, I think everyone here knows a character needs flaws, without having to poke at them every single minute and saying "LOOK, I'M A FORGETFUL PERSON, AREN'T I JUST QUIRKY".

2) Most of them were ridiculous. Tail humpers? Trap? Come on, we're not in a cheap, badly made anime where we need some HILARIOUS moment caused by some player >_> It feels forced and weird. Plus, the endearments were meant to be played without nuances, which turns the very nice trait that can be a good Tsundere into a bad anime stereotype.

So yeah, no endearments, but no Mary Sues either.

SKILLS

Skills aren't passive abilities or spells or techniques, but rather your character's ability at doing mundane things like drawing, tailoring, cooking, etc.

There are multiple levels of skills, and they are grouped into categories, each of them bringing bonuses.

You create your character with 5 skill levels to distribute, while the maximum level you can reach with this method is 3.

0 - 1 Novice: Gives no bonus to your rolls.

2 - 3 Apprentice: Gives a +2 bonus to your rolls related to that domain.

4 - 6 Journeyman: Gives a +3 bonus to your rolls, and allows more complicated things to be made, as well as increasing the quality by a noticeable amount.

7 - 9 Expert: Gives a +4 bonus to your rolls and reduces the time it requires you to accomplish something to 66%, as well as GREATLY increasing the quality of your accomplishments.

10 Master: Gives a +5 bonus to your rolls and allows insanely hard or complicated things to be made or accomplished. Also makes the time required to accomplish your tasks become 33%.

Domains

Domains are different kinds of skills. Each domain is part of a Domain Set, which has 3 skill domains.

Art
- Creative: Drawing things out of nothing but your imagination and expressing yourself. Can be sold.
- Copying: Drawing things out of things you see or remember, allowing them to be sold AND act as map/proof/picture of something.
- Building: Creating art out of any material. Harder to learn than the two aforementioned domains.

Nourishment
- Gourmet Food: Your ability to make high-class recipes that are sure to tickle the fancy of the rich and pretentious.
- Nutritive Food: Your ability to make food that, while not high-class, are sure to fill an empty stomach and give energy to keep up with Gensokyo's crazy antics.
- Drinks: Your ability to make and mix any drinks with the purpose of enjoying the taste or getting smashed. Unrelated to alchemy.

Social
- Lying: Your ability to make up a convincing lie on the spot without even thinking about it or having a prepared alibi.
- Charming: Your ability to butter up your words to manipulate others and make them appreciate you more.
- Presence: Your ability to look good and noble, making those around you believe you are part of a royal family and treat you as their superior without getting to know you.

Nature
- Taming: Your knowledge in how to calm down animals and turn them into your loyal pets. It takes a long time.
- Gardening: Your knowledge on how to plant things and take care of them to grow some great harvests.
- Herbology: Your ability to recognize specific plants and mushrooms, knowing how to gather them and use them for other purposes.

Magical
- Alchemy: Your ability to mix ingredients and potions to create potent liquids or powders with specific effects.
- Lore: Your ability to recognize specific spells and types of magic while knowing their strengths and their weaknesses.
- Enchanting: Your ability to make and seal enchants on items and weapons while detecting pre-existing enchants.

Literature
- Writing: Your ability to write texts and make them good in whatever genre you're writing.
- Reading: Your reading speed and ability to comprehend and remember specific aspects of a book that some may miss.
- Deciphering: Your ability to pierce through a code and understand encrypted messages.

Stealth
- Sneaking: Your ability to hide in the shadows so that no one notices you, or to escape and hide from a threat.
- Quick Hands: Pick-pocketing people without them noticing, grabbing a nearby object without getting caught or even slipping something in someone's drink when they look away...
- Agility: Your reflexes and ability to avoid and prevent traps from activating or hurting you, or to recognize them before they even activate.

Creation
Tailoring: Your ability to make clothes and such out of specific materials.
Forging: Your blacksmithing abilities. Pretty simple, right?
Working: Building things out of your own hands, like chairs, tables, a house, etc.

Medical
Pharmacology: Making medicines of all kinds, knowing which ones to prescribe and how to identify them.
Physiology: First aid, setting broken bones, closing wounds, doing surgeries and diagnosing physical problems.
Psychology: Counselling, diagnosing mental health issues and providing therapy.

Traits

Traits are basically passive abilities that are meant to make your character unique. The passive abilities must be related to either your race, personality, abilities or background story.

It serves as filling the holes in your characters when it comes to gameplay. There will be two kind of traits; Primary and Secondary

Primary Trait: You can only have one. Its effect is considered quite good, and it's more of a passive ability than something you can activate. (Although some rare exceptions can be made, such as Vengeful Spirits' Thunder abilities)

Secondary Traits: You can have up to two, and for each secondary trait, you need a flaw Trait. A secondary trait works like a primary trait, except its effect is less powerful than the primary trait. It's more of a small detail or slightly useful thing than a great passive thing.

Flaw Traits: They compensate for your Secondary Traits, and work the same, except they're meant as a bad thing. The more powerful your secondary traits are, the worse your flaw traits are going to be.

I think this covers traits nicely.

Money And Items

Prepare for a disappointing statement.

I didn't change much, if at all. To be fair, the money system was well made, it included a list of stuff for those who don't know much about Japanese objects and food, etc... The costs and stuff may not have been great, but that's for the GM to decide anyway. (And there's sooo many things that influence the price, since we're not talking about a multi-national company) Examples of what can influence the price:

- Various events. (Death of a relative of the producer of the items)

- Relationship with the vendor and bargaining: Will use the charm stat, as well as your character's actions.

- Amount left / Popularity of the vendor: The whole Offers and Demands thing. Prices go up as they have fewer, down as they have many.

Quality of the Item: A particularly good object or particularly bad of a said category will have a different price... If you can point out that it deserves a different price.

Items will require a proportional method of carrying, and will be divided in categories.

Weapons: The weapons you carry. Can be used for attacks and other uses.

Clothes: Both wearing and carrying. Must be specified.

Food and Drinks: Obviously, will need something to be carried.

Misc: Random objects your character may be carrying on him for various reasons. Sakuya's pocketwatch, for example.

Books and Manuscripts: Includes blank sheets.

Others: Anything else. Shouldn't include much, unless your character has a magic bag of furniture holding.

Artifacts / Precious Things / Relics

This is a pretty short thing. Now every single item that has a magical effect (may it be through enchanting or natural special effects) is considered an Artifact, a Relic or a Precious Thing. Those 3 words are more or less the same thing, but they do have a little signification.

Relics: Old, lost objects of ancient times with ancient powers. Cannot be made, only bought or discovered.

Artifacts: Magical items that have gone through the ages, and now belong to your character. Can be made, but only with a context that implies that it has belonged to your character for a long time.

Precious Things: Enchanted items made by your character either very recently or during the game.

Those 3 things will be put in the inventory in their respective categories, but will have a R, A or PR tag. They can be acquired during character creation, for a cost in FP proportional to the effect.

Later comment from the original thread for clarifaction:

This only counts for items that affect gameplay by giving you things you shouldn't have, such as buffs and bonuses, or spells.

For example, if someone was to attack using only his clothes, his clothes simply allow him to do something anyone can (and must) do: attacking.

If the clothes were to give a +1 accuracy bonus, then it would become an Artifact in the proper sense of the term.

MISCELLANEOUS RULES

Things that will be changed here and here without belonging in a set category.

- The rule that says "Your spellcard must have a deep meaning". I mean, it'll be highly recommended, but absolutely necessary? No. Feel free to make simple spells. You'll look childish, but that's fine.

- The hat rule. I... I can't even begin to explain why it was a stupid idea. "You don't have a hat, you have -1 life". What.

- The drinking rule is now optional. Getting bonus points by being drunk can make the game a fun drinking game, but making it mandatory is absolutely silly.

- The difficulties are now more subjective. No bonus or penalties, the GM will shape the spellcards and adventures with the difficulty you feel like playing.

- The "no melee" rule. While it DOES work in the traditional Touhou, it can make some characters boring to play with, as classes like Onis rely on physical attacks, and saying "I throw x color bullets because... that's all I have" is very sad.

- The whole damn point system is silly as fuck. It's completely removed. It doesn't deserve to exist in a Touhou RPG